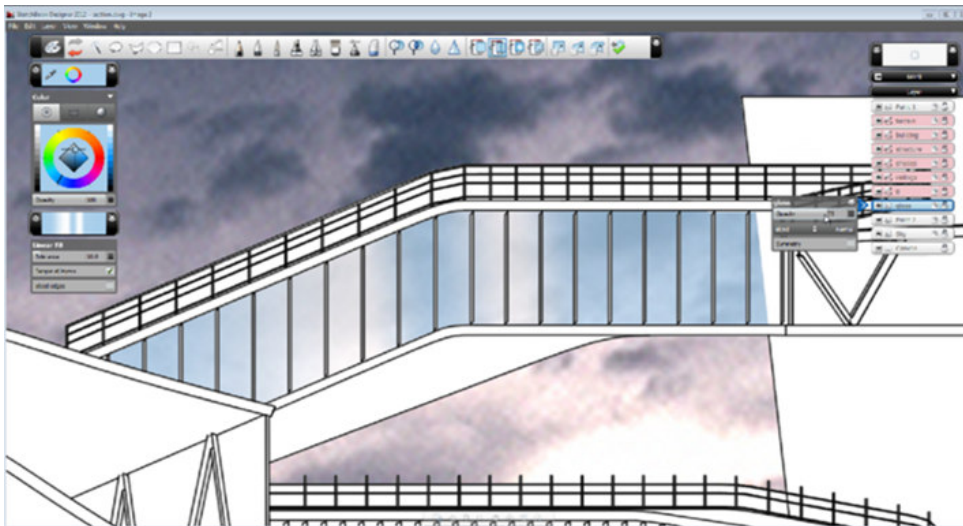


# Autodesk® Design Suite 2012

Autodesk® SketchBook® Designer 2012– Tip Guides

## Creating Transparency for Glass in an Illustration with SketchBook Designer

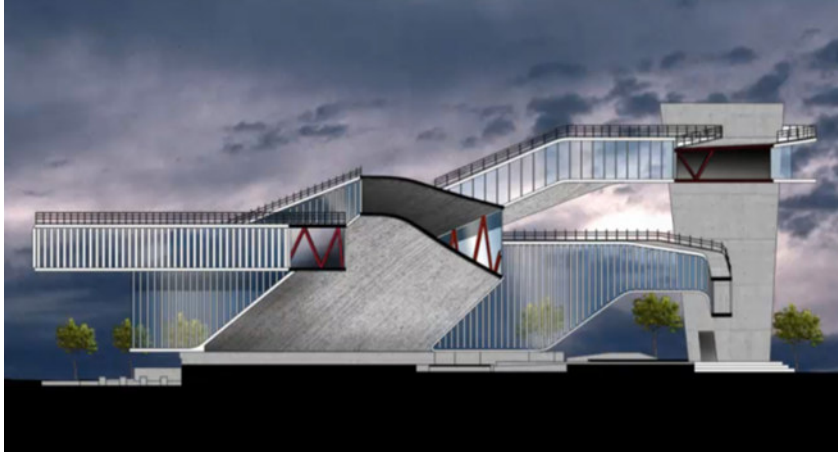


In this section you will learn the following:

- How to make selections using the Magic Wand
- How to delete content within layers
- How to create linear fills
- How to control transparency in Sketchbook Designer

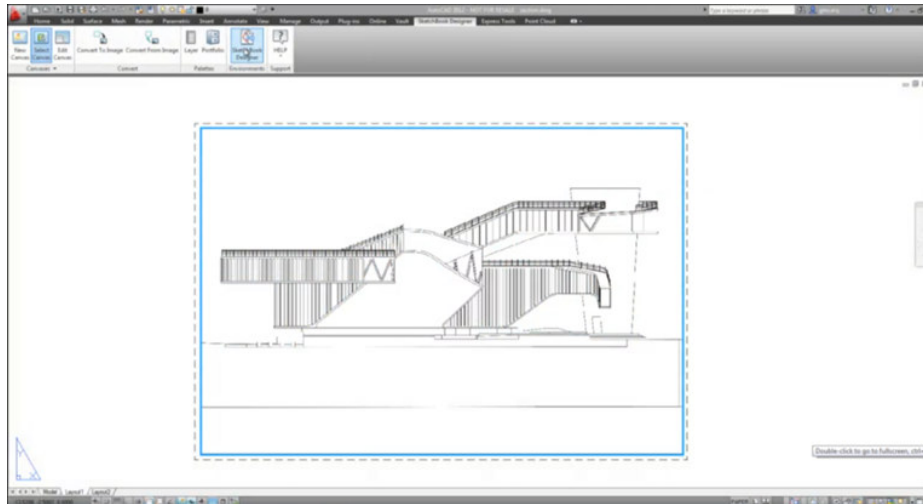
## CREATING TRANSPARENCY FOR GLASS IN AN ILLUSTRATION WITH SKETCHBOOK DESIGNER

In this guide we'll learn how to use AutoCAD and Sketchbook Designer to create transparency in an illustration where you need to simulate glass. Creating an illustration based on technical views is quite common, and normally would require the use of different applications, with not much communication among them. This has changed with Sketchbook Designer.



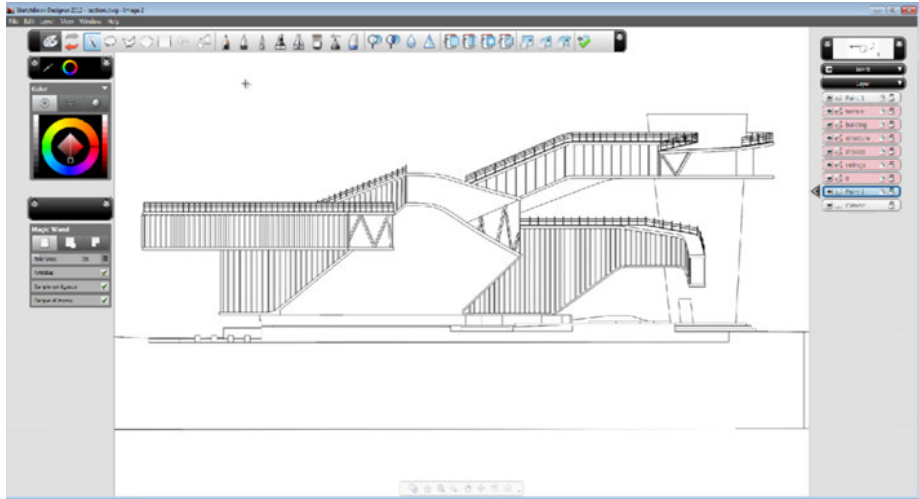
1. In AutoCAD's paper space, choose the view you want to send to Sketchbook Designer, and create a New Canvas. In the sample file this is already done. We'll have a whole session around creating a canvas.

Since the canvas is already created, click on the Sketchbook Designer icon in the Ribbon under the Sketchbook Designer tab, and then click on the Environment panel. Remember that AutoCAD will minimize and become uneditable until you finish the work in Sketchbook Designer and return to AutoCAD, or you close Sketchbook Designer.

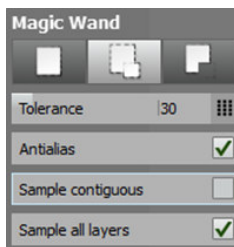
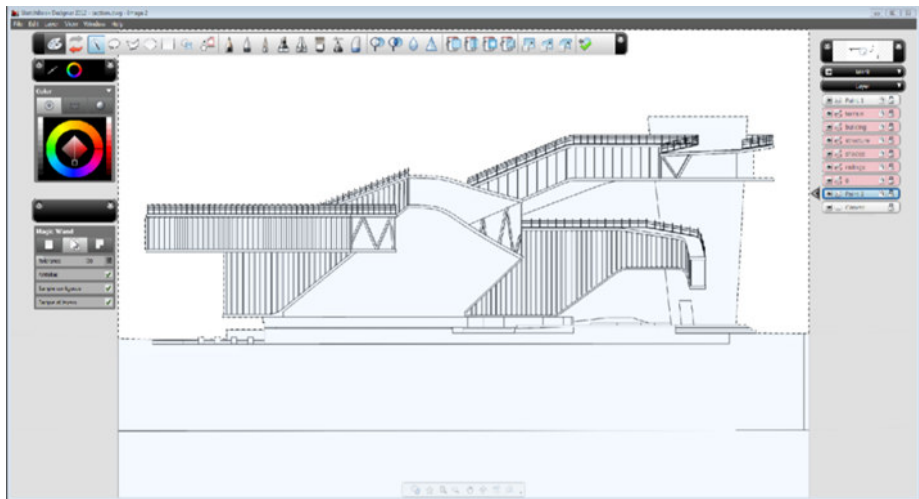


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2. Once Sketchbook Designer opens, you will see the canvas you just exported. You can see all the layers in the AutoCAD drawing in pink, and a layer called Paint 2, which is the white part of the canvas. We'll now use the Magic Wand for selecting the parts that would belong to the sky.

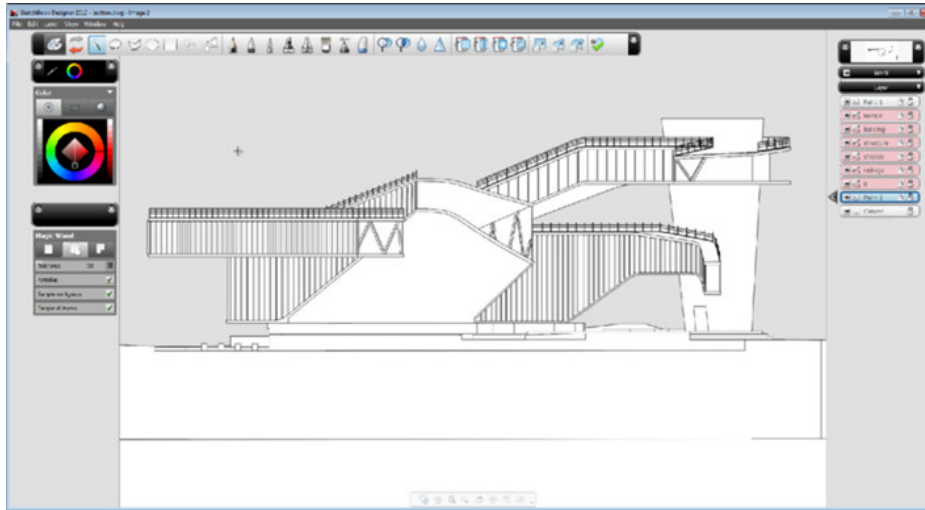


3. The Magic Wand has some values to understand. We'll focus today on the tool Sample Contiguous. Since everything is white, this should be unchecked, so you only select the piece you are actually clicking. The option to add selections (the icon in the middle on the Magic Wand dialog) should also be checked so you don't lose the previous selection when selecting a new element.

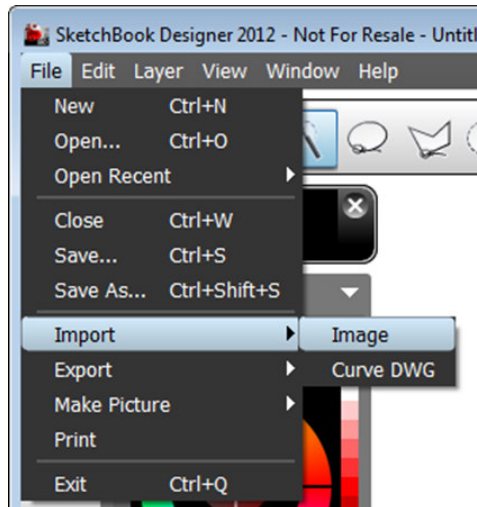


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4. Now simply delete (Delete key on keyboard) the selection, and we have a transparent background ready for getting a nicer sky.

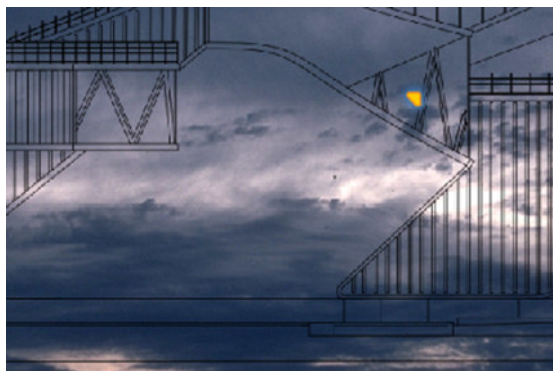
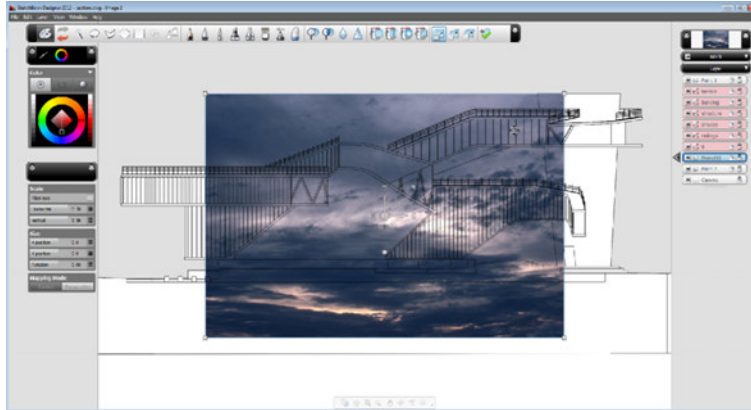


5. Now let's import an image from File>Import>Image.



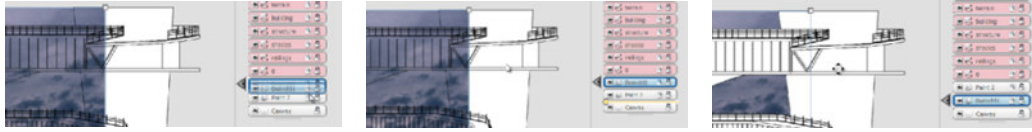
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6. The image will not have the scale and location we want, so we'll need to resize it and move it. Sketchbook Designer has a very powerful Gizmo for doing almost anything to your selection within a single controller. Use the arrow on the top right, which is the Uniform Scale. Simply drag it, and watch the image scale up or down. If you want to move it, simply click and pan on any part of the screen outside of the Gizmo.

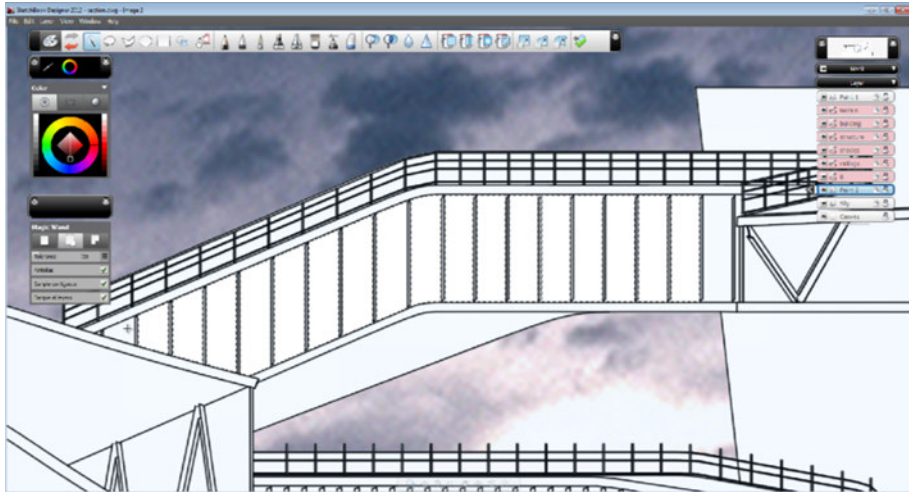


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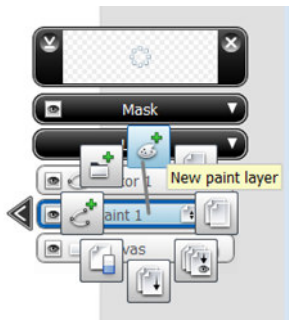
7. We need the sky to be behind the building, so we have to drag the layer using the icon next to the padlock. You'll see the change as soon as you release the left-click.



8. Zoom in and focus on the glass shown below. Use the Magic Wand in the Paint 2 layer, and select all the glass panes, making sure that the Magic Wand selection is in Add.

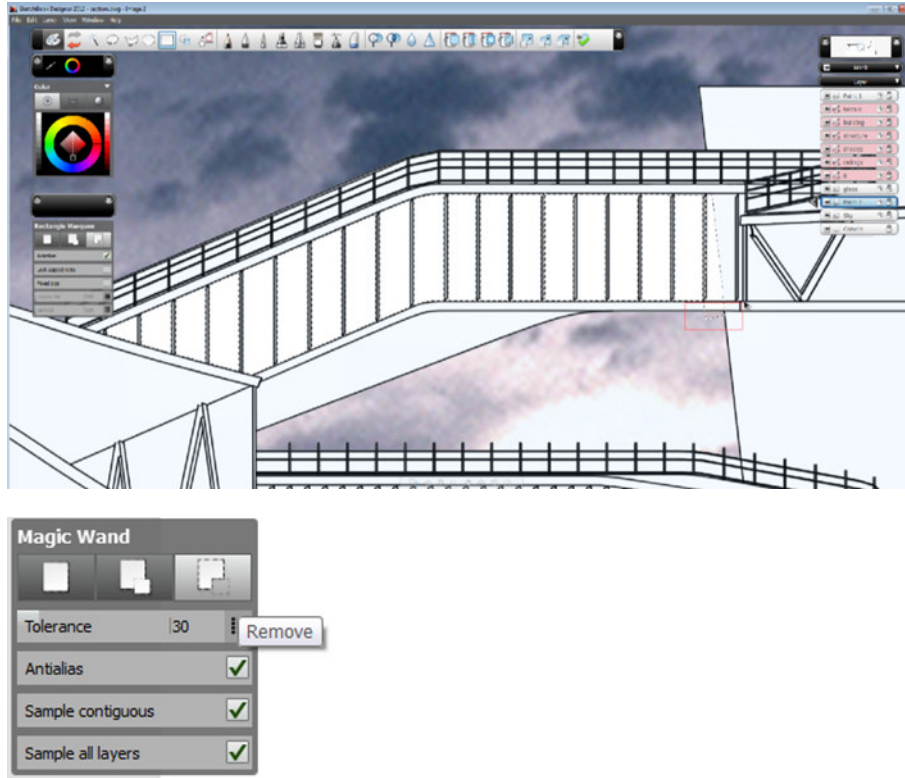


9. Left-click and hold in order to show the Marking menu, and select New Paint Layer.

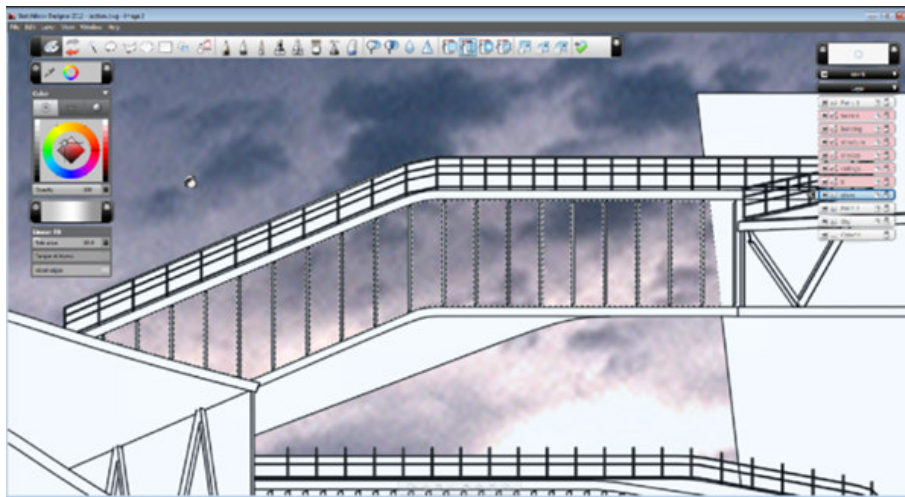


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10. Now we need to select a small piece of glass within a glass pane that's showing partly sky and partly the concrete core of the building. If we had a vector there, this would be as simple as using the Magic Wand. Since we don't have a vector there, we'll create a bigger selection, and then remove parts using Remove as the option within selection. Try Rectangle Marquee.

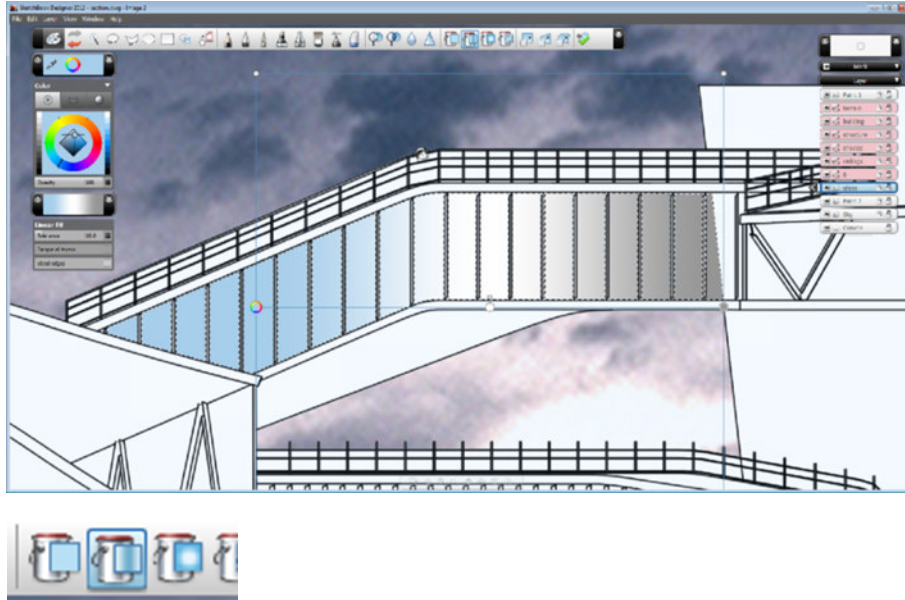


11. It's time to delete the content of Paint 2 layer within the selection. You'll see the sky through the glass panes.

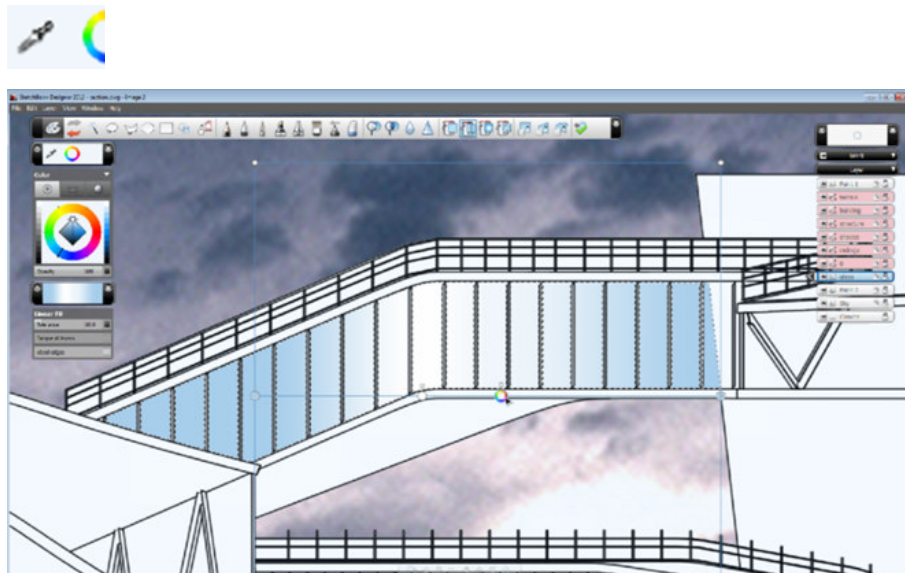


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12. Make the new Paint layer active, and rename it Glass. Simply click on the layer's name and you'll be able to edit its name. Without losing the selection, click on Linear Fill. You'll see a set of controls, with some color wheels along a line. The number of controls will depend on the last Linear Fill you did. You'll probably get three by default. If you click on one of the color wheels, then you'll be able to change its color. Use the Color dialog to choose a light blue color.

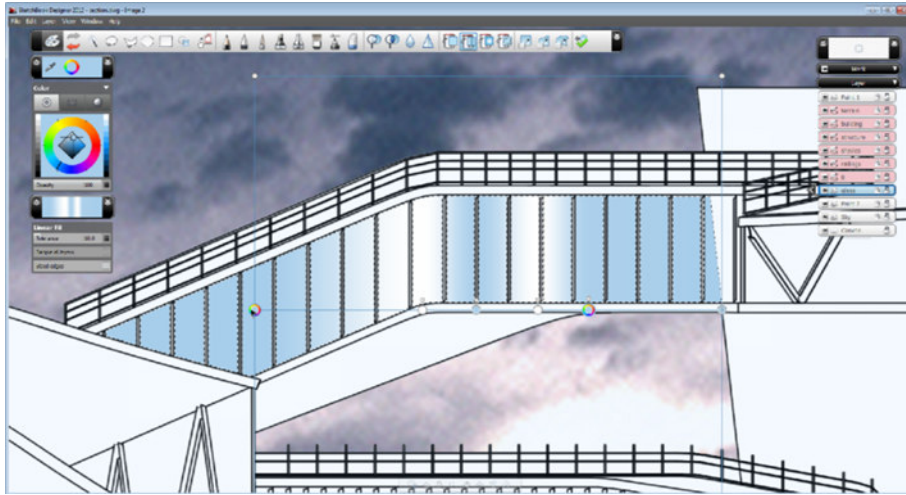


13. Click on the color wheel in the center and set it to white. Then click again along the line of color wheels, and you'll be able to add more controls. You can use the Color Picker in order to select the right color (by picking on any area with the desired color).

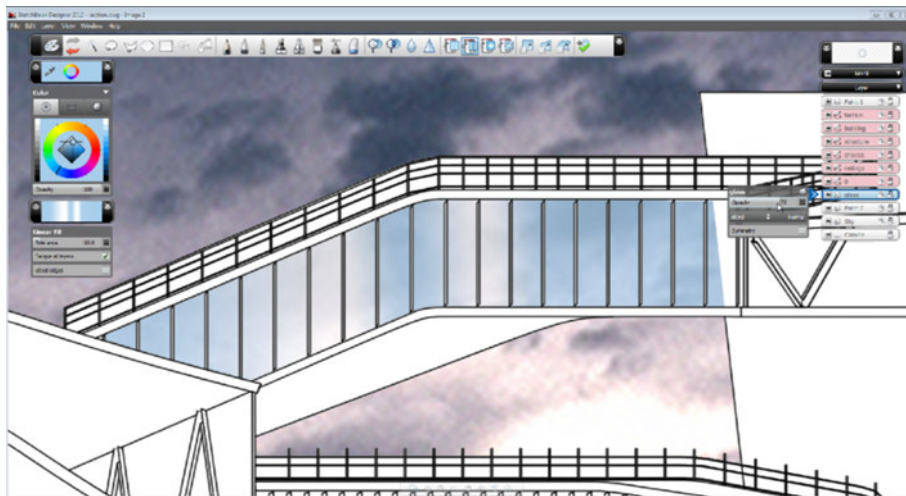


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14. Create more controls in order to have a result similar to the one in the image below. By clicking on the color wheel to the far right or left, you'll be able to rotate the fill. Try not to leave it vertical, so it simulates an abstraction of glass reflection.



15. Extend the layer options by clicking on the control to the left of the layer, and drag the Opacity so as to see the glass and sky.



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